OCTOBER 87 THIRD EDITION

Myths & Legends

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PLAY-BY-MAIL MAGAZINE

PBM

In this issue:

EPIC: Rumours & Alliance News
ECLIPSE: Game One
ORCS: the much maligned speak out

MYTHS & LEGENDS

Edition No. 3
OCTOBER 87

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All players are invited and encouraged to submit articles or artwork for publication in Myths & Legends. Major articles and artwork will be acknowledged and awarded credits in EPIC.

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Myths & Legends

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Contents

Editorial 1
ORCS - the much maligned speak out 3
Pantheon of the Eldar Vanir 7
ECLIPSE: Mission Report Game One 10
Chronicle of Covenants 11
Feudal Lords champions game 13
Rumours 14
Letters 18

Editorial

In this edition I am pleased to announce that EPIC has been voted onto the the list of the world's top 5 play-by-mail games of 1986-87 at Origins in July. Given that Origins is the world's largest annual games convention and the reognized venue for handing out annual trade awards; the ranking is quite an honour - and a reward for all the hard work Jim Landes has put into the game. (A full report on Origins is expected to be included in the September edition of Breakout! due out soon). The top 5 games were:

1. It's a Crime (U.K.)
2. Crack of Doom (U.S.)?
3. EPIC (U.S. + AUST)
4. Feudal Lords (U.S. + AUST)
5. Hyborian War (U.S.)

The current success and growing popularity of EPIC is further underlined by the news by the news that EPIC is now running in four different countries around the world. Jim Landes' family of companies now include:

1. Midnight Games (U.S.A.)
2. PBM Enterprises (AUSTRALIA)
3. Midnight Games (Alaska)
4. Rhann Games (Great Britain)

The latest member of the family is Rhann Games of Southampton in England. We have already established a good rappoire with Steve and have sent him some of our products etc to give him an idea of our style of presentation. Steve has responded by sending us a "you beaut" Desktop publishing package and some valuable links with the Flagship hierarchy. Steve will be acting as our agent to commission some full-colour cover art for an upcoming project we are working on. One piece of news that Steve has passed on which will be of keen interest to Rick, Kevin, Tim and Jim is that IT'S A CRIME was advertised in the British computer magazine "AMSTRAD" earlier in the year (albeit at an exhorbitant cost £1,200) - the ad generated 3,000 responses!

On the American front, Jim Landes is busily working towards the completion of his next major work which I can assure you is going to revolutionise the PBM scene. To give you a hint, the playing manual is about 200 pages in total with several 10-15 page game modules (separate games) to choose from. Jim has consulted with PBM Enterprises on this project and all I can say is watch this space for more news.

Locally, Australian response to EPIC has been outstanding - so much so that we have decided to close off applications to the first game at the end of November or at 400 positions - which ever comes first. This currently leaves 120 positions available for play. If you intend to play, don't hold out till the last minute as you will be disappointed - we are filling at the rate of 20 positions per week.

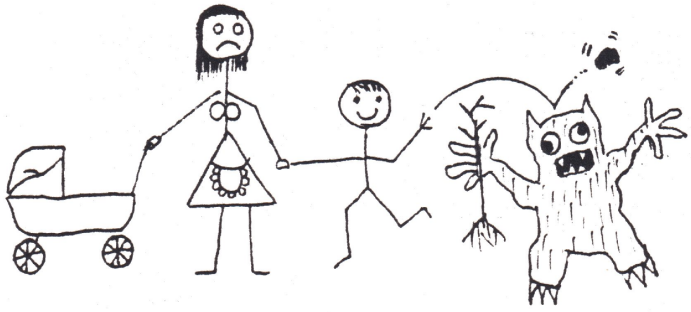
On a couple of minor points, I want to remind players of ANY game that just because something is NOT written in the rules DOES NOT mean that it can be done! This sort of philosophy usually leave us fighting paradropped Panzers with sticks and stones and Elven bows - its not on!

ORCS

In the Australian EPIC, Orcs have gained a reputation for being the most despised of all the races. Considered nothing more than lowlife, Orcs are shunned in diplomatic circles, invite threats, taunts and gibes and are often set upon by roving bands of Nomad Giants.

Given that many market-place rumours indicate the only good Orc is dead one, (Orcs do appear to have some value in Giant chemist shops) it is safe to assume that it is not healthy nor helpful to be an Orc.

A recent piece of graffiti which was baubed overnight on the walls of the EPIC Chronicle seems to clearly communicate prevailing community attitudes towards Orcs.



So why do we hate Orcs?

It probably began when the Orcs first emerged from the darkest pits of Utumno and swarmed across Middle Earth in an eternal search for blood, guts and a lost gold ring. Indeed, if we are to believe John tolkien, Orcs were responsible for many of the murders and back-alley bashings in The Lord of the Rings, and not only that, they were all portrayed as deformed, slavering child-molesters. (Frodo was only 33 years old). And as if trampling all over the pages of The Lord of the Rings wasn't enough, they soon invaded 'The Hobbit', 'The Silmarillion',

several 'Unfinished Tales', 'D&D' and eventuallty....EPIC.

The actual story of the creation of the Orcs is shrouded in mystery, some say they fell from the pen of john Tolkien, others mention they were created from the defromed and tortured remains of ancient Elves who were enslaved by Melkor in the deepest pits of Utumno early in the First Age. Still others tell it different again:

"All the Great Arch Priests of the Land gathered before the Gods of Creation for the distribution of the sentient races who were to be given into the care of the Arch Priests. First were the Giants, most powerful of all; next were the Trolls, the fiercest of warriors; then the reptilian Saurian race; the Maratasens, the proud and noble race; next the winged Daks; then the Elves, the arrogant race; then the Dwarves, stout and hardy fighters; then followed the Humans, most adaptable of the races. I got the Orcs!

'What doth thou do unto me?' I said, 'I am thy faithful servant and thou hath left me with none but the low-life Orcs, the scum scorned by all! I'll be damned if I'll rule over Orcs!'

'Silence!' the god screamed, 'Do you question my infinite wisdom? Forsooth, Orcs are the holiest of creations, worthy of your care. It is my plan that you lead Orcs to world conquest.'

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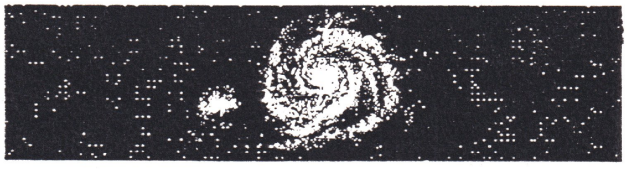
Ph 07 356 2212.

Spiral Arm - Midgard - Kingdom
Worlds in Conflict - Barbarians

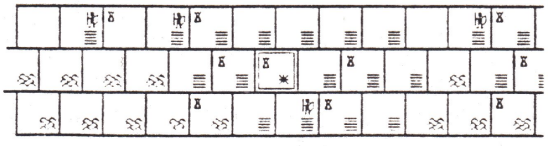
SPIRAL ARM II

The new version of Australia's most successful PBM game. Spiral Arm II is a modified and advanced version of the old game. New abilities and considerably more variation in technology make for a game better than the old. SAII comes in an attractive folder with rules, map and move sheet for only $8.00, including three moves. Successive moves will cost $4.00 each. SA is supported by a game magazine - The Wizard's Grimoire - published monthly. Over 1000 positions of the old game have been sold, proving the Spiral Arm game system to be popular and dependable.



KINGDOM.

Cameron Thomas says - "fantastic, amazing!"
AustWiz's newest game is a simple conquest and diplomacy game, each player beginning with a small kingdom from which he must carve out an empire. An unlimited number of players can participate in Kingdom and your empire can be over 1000 squares in size. Set on a Dyson sphere the map has no limits Moves are processed as fast as you can return them, individually, with a limit of one move each week. The highest scoring player will play for free. Kingdom costs $5.00 to join, best of all however is that moves are only $2.50 each, half the price of overseas games that take four times as long.



I returned to my Kingdom, still unconvinced that I had been dealt a fair hand by the God of Creation. It was then I named my pitiful kingdom 'The Empire of the Damned'. Only after many years did I come to realise their worth." Grumsh one-Eye; Empire of the Damned

Grumsh One-Eye
Empire of the Damned

Orcs have worth?

"Our prolific numbers must certainly ensure that we rule the world Our economic growth provides us with over-suffiecient funds to defend oursleves with. Orcs are ever eager to go to war, so there is no recruitment problem. Ample funds are available for the creation of armies and the conquest and subjugation of the larger races. Attrition, a painful fact of war, has little effect on our Empire"

Grumsh One-eye; Empire of the Damned

The 'racial advantages' of being an Orc - diminuitive size, prolific numbers, lots of money and a warlike disposition combine to provide an irrestistible attraction for Necromancers, as nearly 80% of Necromancers of Orcish origin. So why do the two go hand in hand?

"Everyone out there should be aware that Necromancers are the most powerful position in EPIC. Orcs make great Dead Minion! Giants may be tough - but they have no maoney and no population. Orc Necromancers have plenty of money and lots of Dead Minion!"

Sauron, Lord of the Orcs

The statements are of course quite true, Orcs can be transformed into the Undead at a snap of a Necromancer's fingers. In military terms the snap of the fingers is quite dramatic - it changes the combat rating (race) from 8 to a base of 20! A strength that is equivalent to that of the Maratasens. Undead Orcs is a force to visualize - exactly how does a four-foot nasty become all powerful?

"The HACK - used against much larger foes will usually cost the life of 1 or 2 warriors but will generally cost the foe his life. This manouvre requires 1 warrior to move behind the foe while the other engages him in the front, the foe is then hamstrung before being done in."

"The STRING - requires that majority of a force is bow armed - then size does not count. This strategy is however, flawed as it doesn't work well against Knights"

"THE PAIN - requires a combination of spear and bow. Bowmen are divided into two groups. Group A fires high into the air which forces the foe to lift his shield over his head. The Spearorcs stab the foe in the cods with a big barbed spear (So it won't come out without ripping the flesh open). The end of the Spear has a string attached to it which is in tuen, attached to the arrows of Group B of the Boworcs. The Boworcs fire their arrows in the opposite direction from the foe. If the pain doesn't kill him, it slows down the breeding."

Adaran, Senior Historian
Northern Orc Nations.

Given that Orc military prowess has been touted as a joke in some 'bigger' circles, just how effective are Orc battle tactics when they are put into practice?

"As to the ridiculous talk of us being a weak and puny race that is incapabale of fighting a war - its crap! One-on-one we may not fight like Demons, but we fight like a team and prefer to swarm over our foes like ants over an elephant. This strategy is very effective as four times our Empire has been invaded by Giants (Clan of Visitari and the Ringmaster) and four times we have repelled them at great cost to themselves!" Grumsh One-Eye

"As the Orc Necromancer of the Alliance I am in, my fellows look to me as the cutting edge of the Alliance. My job is to destroy all non-alliance positions. My aim is terefore to collect as many battle reports of the winning type as I Orcanly can." Sauron

*(ED - An Orc position is the largest known Kingdom in Epic, and another Orc kingdom claims to have fought and won more battles than anyone else - 14)

Victorious Orcs led by Necromancers is hardly a popular combination - a fact which is clearly indicated by their poor record for successful player diplomacy. So what are the consequences of failed player diplomacy?

"Other races we have dealt with do not at all times show proper respect to our honourable race, however, few show any open and obvious disrespect without facing the consequences of their folly-ravenous hordes of hungry Orcs stripping their lands like locusts!"

The odd Orc who is in an alliance with other races and characters has another battle to fight: trust;

"As none of my allies are nearby, they trust me implicitly ...anyway My Orc Necromancer does not engage in diplomacy, instead I use his great offensive strength - Dead Minion - to wipe out surrounding kingdoms (2 so far!).

Part and parcel of being a nasty, despised race led by a repulsive character like the Necromancer is that one attracts a certain amount of atention from the 'newspapers'. Eg:

"Beware Orc vermin for the Free Kazaki take no prisoners, Any fellow Orc haters will find us to be staunch allies..."

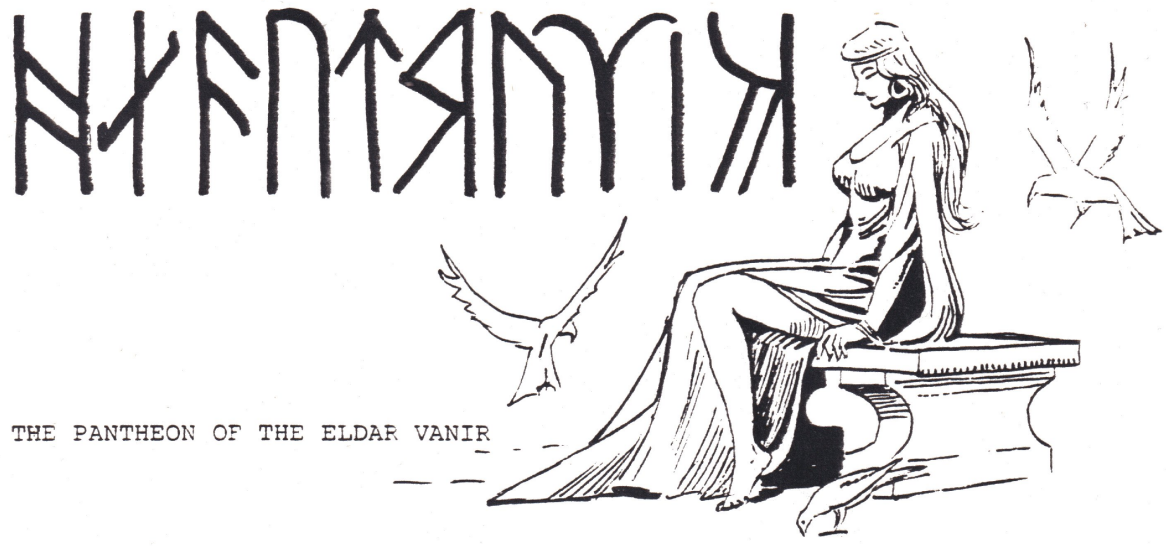
"Good crowns paid for Orc skins."

And how do Orcs react to such good will?

"I think of all the nasty taunts and gibes against me everytime I wipe out another player or his villages."

"A favourite past-time amongst Orcs is reading the local newspapers 'Rumours' and 'Myths & Legends'. It is highly entertaining to see the efforts some races go to to discredit the Orcs - and all cause they feel threatened, inadequate and alone...."

OVerall, how does it feel to be an Orc - especially a Necromantic Orc?
"Gee life's tough as an Orc! I only have 180 people after 8 turns! This means I make a mere 360 crowns per turn - and thats only in my Home Province! If I wasn't so busy buying troops for my armies, I'd buy city level 3. My poor old empire has a mere 280 Orcs, 70 Saurians 40 Giants and 40 humans. When you are a Necromancer its the money that counts, not the race. With one giant and one Saurian position fallen to my Empire, things are looking up!



THE PANTHEON OF THE ELDAR VANIR

by MICHELLE POIDINGER

At the making of the world, the gods awoke in the void and were aware, and among themselves they divided the earth and the sky and all that was therein, for in them was the wisdom of the unknown Creator, who is not named. Seeing that the world was without governance and was wild and chaotic, each took unto herself or himself a part of the world to look after.

As time passed and the world matured, the peoples of the world at times made war upon oneanother and the races of the world were in conflict. The gods at times took sides in the conflict and much was laid waste and lost forever. In this way, darkness entered into the spirits of the Anasaer, and they became impure.

Seeing the growing of this impurity, Ephesia, who was the closest of the gods to the ways of the Creator, who had left the world at its making, called together the others of the gods and spoke unto them, telling them of her grief at this darkening. They spoke among themselves, and it was decided that they would cast from them this dark side, though it would cost them some part of the power of their spirits.

Under the guidance of Sitanya, who understood such things, all together pushed aside the darkness within them. Great was their suffering, but their spirits were made clean once more, and they were well pleased. Unknown to them however, this cleansing had made from the discarded part of their spirits other creatures - things of pure dark, hatred and evil. These were the demons, and they have existed from that time to this. Thus were the good intentions of the Anasaer thwarted, and evil made forever part of the world.

In the lands of the Eldar Vanir, the elves of the northern forests, the Anasaer are still worshipped, though their memory has faded from other races in the world. At least, this is the teaching of the churches of the Eldar Vanir. The demons recieve no worship, although placation of these dark spirits is not unknown in times of great hardship. Listed below are the best known of the gods and demons of the pantheon.

THE ANASAER - SPIRITS OF GOOD:

(MAJOR DEITIES)

EPHESIA: Goddess of plants, ripening, romance and tranquility.
Most beloved of the Elves of the past, the worship of Ephesia has become less in recent years, especially among the Elves of the Northern climes, where the snows dust the fields and forests and the warmth of spring is fleeting and soon forgotten. Still, the blessings of Ephesia are vital to the life of the Elves in their frigid forests, for though spring is short and transient, it is still the season of growth and renewal. Because of her major role in the pantheon, all Lords and Ladies - the rulers of the Eldar Vanir, must be at least initiate priests in her temple. At present, Lady Bethiniel, High-Priestess of Ephesia in Elvardein, is nominal ruler of the elvish Eldar Vanir.
Ephesia gives the spell of FERTILITY.

PARATAN: God of animals, wildness, freedom and celebration.
This god is the most important of the Pantheon to the Elves of the North, having the largest popular following by far. He represents the wildness of the cold clime, brings promise of good hunting, brings the joy of festival and celebration after a long, cold winter, and protects those who travel in the wilderness. Sacrifice of the generative organs of captured game is common, and festivities usually involve wild dancing and revelry.
Paratan is responsible for the spell of DISPEL PLAGUE, the health and hearty spirit of the wild animal being proof against disease.

ILVAPHU: Goddess of the sky, the waters, knowledge and music.
The skies in the North bring cold, misery and death in sheets of icy rain, terrible snowfalls and hailstorms. Ilvaphu is thus thought of as a powerful but cruel goddess. Ceremonies to placate her usually involve the priest/priestess venturing unclothed into the wastes to make prayer to the goddess, and the people often make silent pledges in the freezing darkness of the long nights.
Ilvaphu gives the spell of DISPEL UNDEAD, her cold might laying low the foul spirits. See also Bandarg.

BANDARG: God of the earth, fire, the sun, the moons, companionship and strength.
Worship of Bandarg is restricted in the north, and his worship has become mixed with that of his greatest son Catacrale. His temples tend to be military institutes, devoted to the fighting arts, while his other spheres of control go almost unrecognised. Some lip service is paid to him in the short summer months by the general populace, but he is seen as a god of the distant South, untouchable and aloof, and his priests as somewhat fanatical and rather bloodthirsty.
Bandarg gives the spell of LAYING THE DEAD TO REST, as his holy fires purify the desecrated earth.

SITANYA: Goddess of darkness, silence, stillness, cold, wisdom, age, secrets and sanctuary.
The worship of the goddess of wisdom and secrets is an important mystery cult in the North. Her priests/priestesses are respected by all, but the populace understands little of the midnight rituals, the day-long whispered chants, the pilgrimages to the silent, dark northern seas in pursuit of enlightenment and the many other trappings of her church. She is a powerful goddess, but not a goddess of the people.
Sitanya gives the spell of RESSURECTION, for hers alone is the mystery of life and death.

Meyasani

(MINOR DEITIES)

CATACRALE (Son of Bandarg and Ilvaphu): God of people, relationships, agreements and conflicts.
Mentioned among the Eldar Vanir only as the son of Bandarg, his martial sphere has been subsumed by Bandarg.

MEYASANI (Daughter of Ephesia and Paratan): Goddess of youth, innocence, mischeviousness, beginnings and growth.
Fireside tales and songs tell of this beautiful and mischievous little goddess, but she is not actively worshipped. She is thought of as the protector of wanderers and hunters in the wilderness.

TANE (Son of Meyasani and Catacrale): God of purity, modesty, honour, leadership, quests and success.
Almost forgotten among the Eldar Vanir, this god was worshipped widely in the heroic ages past.

KYMORE (Son of Bandarg and Sitanya): God of self-sufficiency and self-reliance.

TSIMANI (Daughter of Bandarg and Sitanya): Goddess of magic and sorcery.

THE DEMONS - SPIRITS OF EVIL:

(MAJOR DEITIES)

ABHORUS: The Loathesome Lord, Duke of Depravity, demon of obscenity, disease, deformity and perversion.

IPROSHA: Demoness of surrender, suicide, weakness, fear, abasement, isolation and endings.

ENUBAAL: Demon of enslavement, domination, punishment, pain and humiliation.

ANATALA: Demoness of temptation, betrayal, vengence, insanity and despair.

TARPANG: Demon of falsehood, illusion, confusion, abandonment and hatred.

(MINOR DEITIES)

INITI (Daughter of Enubaal and Iprosha): Demoness of violation and desecration.

IDRANNAQUE (Son of Tarpang and a corrupt earth spirit): The Eyeless Lord, demon of ignorance, futility, useless quests and failure.

GAME ONE

After a short wait the first game of ECLIPSE has been set-up and is ready for play. The Game Master for game one is Tony (Bomber) Bovo.

START-UP STATISTICS

The twenty players in game one seem to make up a virtual who's who of play-by-mail, indicating that this first game will be a real douzie! They include: (In jumbled up order).

Russell Wynne (Vic)	Anthony Richards (Qld)	Glen Trewin (Vic)
Duncan Sparrow (SA)	Adrian Pett (Vic)	Garth Nix (ACT)
Robert Wessels (Vic)	Alex Wasiliew (Vic)	Tony Ivens (Vic)
Grant Van Dongen (NSW)	Glenn Northey (NSW)	John Tindall (NSW)
Geoff Dash (NSW)	Duncan Baxter (SA)	Leo Dingley (NSW)
Terry Ellem (Qld)	Greg Calder (SA)	Neil Garde (SA)
Glen Tait (Qld)	Ray Trewin (Vic)	

The Abbreviated empire names include: (in jumbled order).

MAL	ALL	TUR	SQU	SOA	LOD	MOT	EOD	ACA	UGH
ASI	TFB	LFB	WAR	JHN	CAI	TUR	CNE	PEO	UKW

Races chosen represent a fair spread in that all six races are represented in the game:

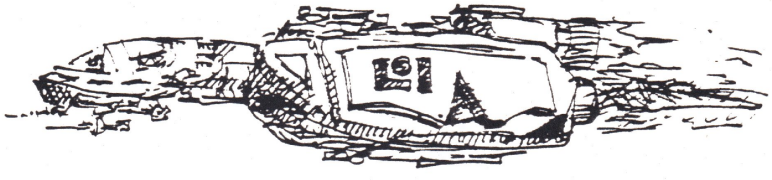
2	x HUMANS	= 10%
4	x LAARANS	= 20%
5	x CASARK	= 25%
6	x WREVAN	= 30%
1	x SAGORI	= 5%
2	x ARIANE	= 10%

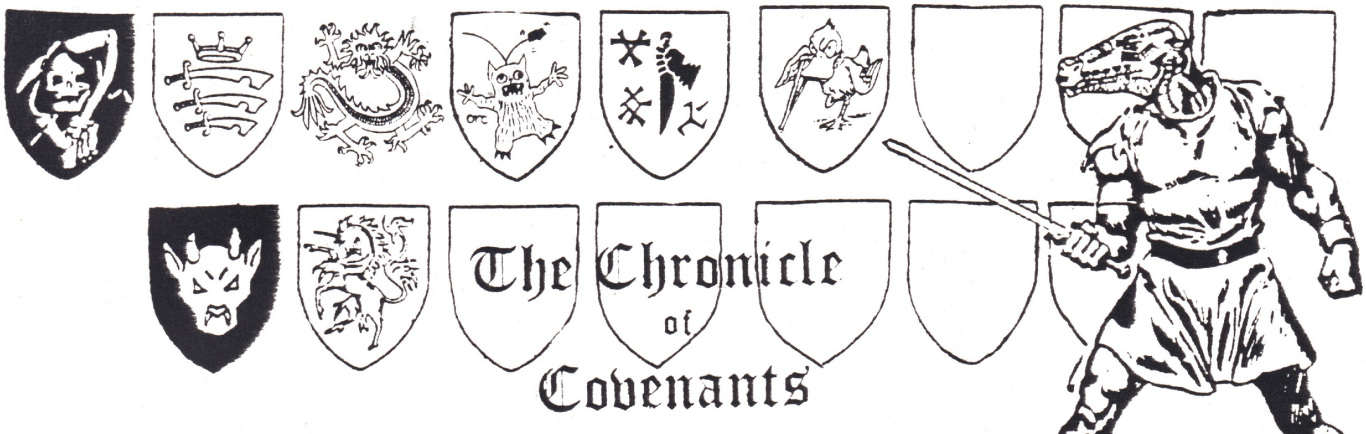
The highest ratings in each of the Tech areas include:

SPACE COMBAT	= 9
GROUND COMBAT	= 8
JUMP DRIVE	= 11
SENSOR TECH	= 11
GENERAL SCIENCE	= 9

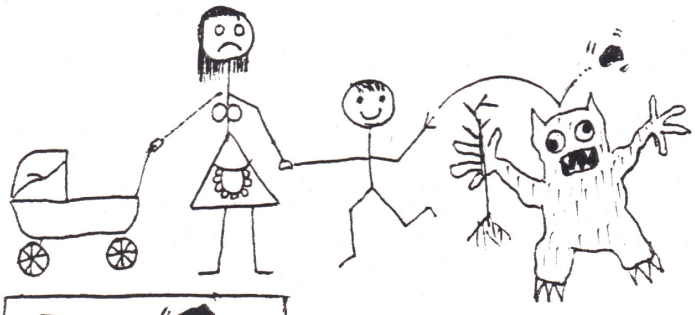
Several random events also occured at the set-up, they included:

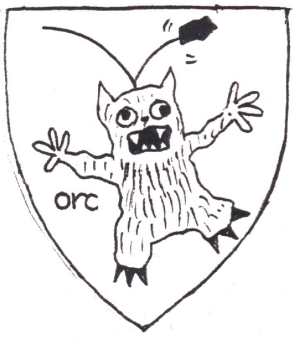
"Starship of Unknown race found"
"Time capsule of the Rigellian Jihad found"
"Time capsule from the Empire of Man found"





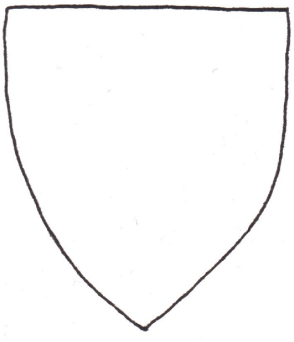
The Chronicle of Covenants





The R.S.P.C.O. (Royal Society for the Promotion of Cruelty to Orcs) has declared a holy crusade against the Orcish vermin and has vowed to extinguish all Orcish life in the EPIC world. Orcs are not healthy for little children, old ladies and virgins; they are also smelly, ugly and a threat to all other living things.

Rockee Woofit (R.S.P.C.O.)



The greatest alliance of them all has been formed; A.S.I.O. -the Anti-social Intelligence Organization. The Alliance is dedicated to the cause of gathering intelligence and is designed to help all other players. All those wanting info on any province in the North region or an analysis of all data concerning a particular player - contact ENDROHIL the Moderately Mighty on ID# 1120.

A.S.I.O. is also prepared to hire its creative slanderers to send rumours guaranteed to be uncomfortable to the person you want put on the hot seat. And how do we do it? One of our alliance members has a strange magical artifact called a 'computer'! The cost of joining the alliance is only the bits of information you can provide us with - please call now!

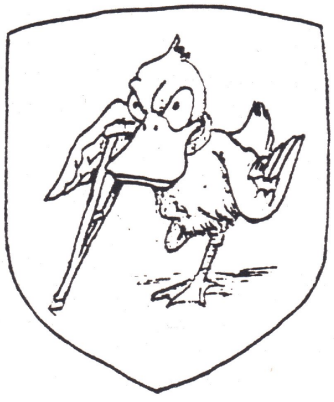
The Doomblade Empire

At the end of the Great War our race was nearly destroyed - but amongst those who survivied was a warlord named Srkagy Doomblade - who gathered to his standard all the surviving people he could find. Doomblade led his people into the North to occupy their ancient stronghold in the Tellark mtns As the years went by, Doomblade carved out a kingdom in the mountains where he lived, displacing all other races that had previously resided there. At his death, and in memory of the

Great Warrior's loyalty to his people, the Kingdom took his name for their own and became the Doomblade Empire.

Not long after, the Kingdom was plunged into another dark age:

Today the Doombalde Empire is united under the leadership of Rancio Boarskull - and is busy extending its influence and power throughout the EPIC landscape. It is particularly hostile to Arch Priests and others of good alignment.



THE LORDS OF POWER

Having read the sad story that the Lords of Power had to go into battle without shields because they had no-one to design a device for them, I put my most ancient and most revered Lords of Heraldry to the task of finding them an appropriate symbol:

Based on the threats they have made and the successes they they can claim, The ancient and most revered Lords of Heraldry have selected the following:

On a field of Azure, a Lame Duck Or.

or

On a blue shield a big yellow Lame Duck.

Anonymous.

FINAL DAYS

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NO OTHER GAME ties your fortunes so closely to everyone else.

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Everyone needs help to get there,

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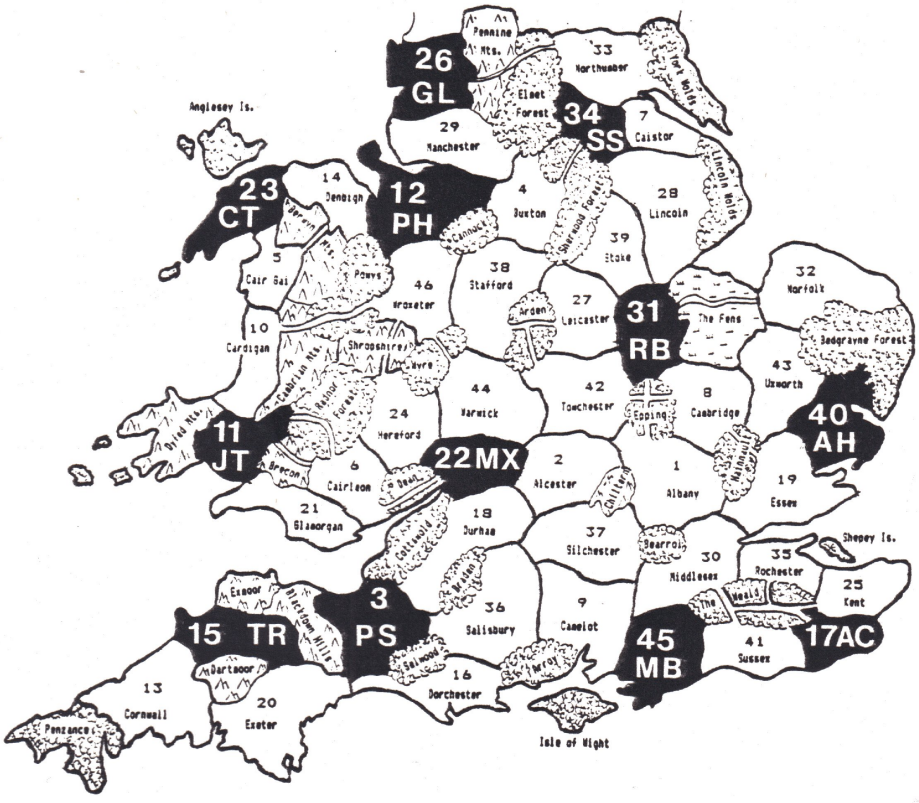
Feudal Champions !



Once again the year is 800 AD and twelve belligerent Barons face each other across the open fields of England - only this time, its the meanest, nastiest bunch of Barons ever assembled - and they will decide once and for all who is the rightwise King of England.

Chameleon Games have just set-up their champion's game of FEUDAL LORDS. The game is being played by all the winners of previous Feudal Lords games. Given the range of notorious players assembled, the game promises to be one of much blood and deception - an unforgiving and unloving game of mayhem.

The list of the major protagonists is recorded below, and their locations on the Feudal Lords map is illustrated above:

3	<P.S.>	AVALON	PAUL SMEDLEY
11	<J.T.>	CARMARTHEN	JOHN TINDALL
12	<P.H.>	CHESHIRE	PAUL HASELER
15	<T.R.>	DEVON	THORFIN RAVENFEEDER
17	<A.C.>	DOVER	A.D. CARRINGTON
22	<M.X.>	GLOUCESTER	Mr X
23	<C.T.>	GWYNNED	CAMERON THOMAS
26	<G.L.>	LANCASTER	GEOFF LOCK
31	<R.B.>	NEWTON	ROGER BUSH
34	<S.S.>	PLEWRES	STEPHEN SELLS
40	<A.H.>	SUFFOLK	ANDY HAINES
45	<M.B.>	WESSEX	MICHAEL BURRIDGE

Given that this game will be the 'decider' of a series of Feudal Lords games over the past 3 years, M&L will do its best to provide a regular update on what is happening in the game, who gets knocked out, who gets stabbed in the back etc. Watch this space for some entertainment over the coming months.....

OCTOBER 87 **RUMOURS** Sheet No 6

* The Azuric Legion announces that in an unprovoked attack, its scouting post at Caba 69/24, has been annihilated by the evil forces of The Wizards of ID. Let all in this region join me in the extirmination of this aggressor, lest he live to reap further havoc. ...Zuhl ID# 1534

* Lord hirobo of the Nakajima Bigfeet ID# 1521 has packed some peanut butter sandwiches and a thermos of hot chocolate and left his home province of Sinanju P104/30 to see the sights of the beautiful North-east.

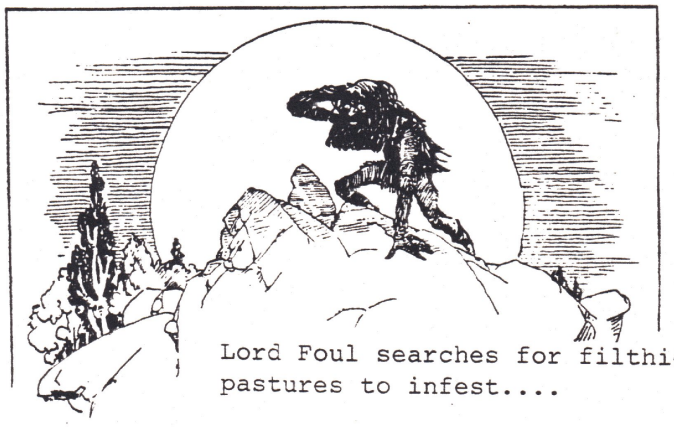
* Mercenaries from the Mercenaries of Morghun have now achieved a naval power the likes no-one has seen before. Do you have a problem with pirates? call us NOW. Cheap rates for Dwarves and Arch Priests!!

* The Realm of Death was slaughtered by the Lords of Chaos - Beware!!

* Saurians unite! Any Saurian wishing to converse to an equal please send all diplomacy to ID# 1138.

*** WANTED - A good-looking, well spoken 18 year old blonde female with vital statistics approaching 38-24-36 for pen-pal. Should come from a family of noble birth and be well versed in ettiquette and protocol. Objective: Human sacrifice and later marriage to a necrophilial but nice Necromancer. All prospective dates should contact ID# 1000 in a dark and dingy fortress at P50/70.

* The Lords of Flower? Do you deliver flowers or something? Perhaps you'd be so kind as to deliver some YELLOW chrysanthamums to me at P40/80. I'll be waiting and I promise you'll be well paid on delivery .... The Mad Hatter



Lord Foul searches for filthier pastures to infest....

* All Magic Users interested in forming a Guild please write to the Wizard Lord Zephyrus ID# 1539. Death to those who oppose us. (Sir Hunner of the Tran-ky-ky)

*** WANTED - A Wizard (any race) to help a nice Maratasen Warlord on Provincial Maps 11 and 12. (I am on both). Please contact ID#1297 for more information.

* The Paragon of the Holy City of Shival has decreed that the Voidoids have incurred the wrath of God for their statement concerning Arch Priests, and further, that wimps in glass castles should not throw stones.

* I have found that the Reapers of Deyja infest many dimensions - stamp them out now before they corrupt the land. ...The Church of Light and prosperity.

* Both Leo the Lion and Clarence the cross-eyed were caught on Corporation land with their illegal catnip. Now both of them make excellent fur rugs in the Corporation boardroom. Anyone wishingto claim these good quality carpets can call The Realm of Light on ID# 1372.

* Gorthaur the Orcish Necromancer ID# 1000 and his shadowy 2nd in command have been spotted committing un-natural acts with livestock in P50/69. We believe the burial mound they call home to be nearby.

* To the player who sent me "Life's a bitch..." beware! "Death's a dog..." and is waiting for you with big nasty teeth!

* A warning to fellow EPIC players! Some deceitful paranoid warmongering Dwarves are on the loose under the name of "Kuzdul Militocracy" ID 1261. Be warned, their leader seems to be of a violent low-browed disposition and should be considered as very dangerous.

* Fian Earthshaker ruler of the Lords of Depair (ID# 1029) proposes a league of NECROMANCERS all over the globe to put an end to Arch Priests and to do naughty things to all the other characters as well....

* If you thought Quaymant was tough - check on ALARAT - a fool's paradise! A real Provincial Overlord on Map 8 with 228 Troll units (NO MILITIA!) City level of 10, Defence level of 14 and 154 henchmen!

* That which you call reality is only an element of the dream of a Dragon.....

* What race of Giants ran rather than stay and fight a tribe of Orcs???

* The Stormbinders are searching for brothers in arms who will not desert them. We seek trading partners and other companions in harrying enemies; only call me if you are not afraid of splitting the spoils with me. Contact ID# 1165.

* The Lords of the Land of the Long White Cloud wish NO hostilities with other alliances but there is a phrase we use called "UTU" meaning -"how sweet indeed!"

* OK so who's the bastard who keeps changing the names of my provinces ?

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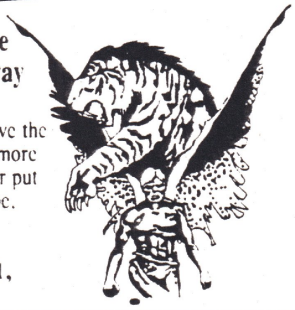
RETURN FROM SIRIUS



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Tasmania.

* The sound of a battle horn brought the Giant village to life just in time to see the light reflecting off the approaching spear tips. Within minutes, fleeing survivors knew that nothing could withstand the might of 'Morghun's Mercenaires'! ....It is said that for 5 crowns per turn you too can hire the greatest mercenary unit EPIC has ever seen - ' The Mercenaries of Morghun'.

* The Realm of Death was slaughtered by the Lords of Chaos! Beware!

* Others may be, but I am not afraid to tell the truth about the Lords of Power! Truth is they were the ones seen raping the horses and stealing the women of a small village. They were the ones who were caught losing a game of junior scrabble to a bunch of demented gnomes. They were the ones caught enjoying a Nana Mouscouri record - and they are the ones that remind us all of dislexic sloths! Anonymous Despairos

* WANTED: A friendly Arch Priest wanting to form an alliance. Must be on Maps 11 or 12. Must also want to co-operate with a Warlord - in return for any services rendered by you, I will help out in any siege situation or pay in food, crowns or population. Contact ID# 1297 for more information.

*

"There were rumours round the province
For the word had passes around
'The Wizards of Thu are going to pack it in!'
They're all becoming poets! Tis a peaceful life they've found
And the Immoral Bard is going to be their King!'
Come - give up all your magic,
And learn the styles of rhyme!
To me must pass your magical toys
For I will reveal the secrets of meter and time
And in lyrical verse you'll find your one true joy!
THE IMMORAL BARD

* I, Truelance (ID# 1359), a human Nomad Chieftan wish to make it known that I have recently been very successful in my diplomatic endeavours and now rule one level 4 human city on Map 4 and wish to make contact with others in area.

* Tsar Ivan Fuzzio (ID# 1568) is pleased to announce the blooding of his blade at the human city of Cucumbria, after 3 preliminary skirmishes, a major siege and the following mopping-up operations, the tribe has been given freedom of the city - a heady week is to follow. The Tsar's scribe reminds readers that the Tribe has good real estate for sale, fine pasture land, and villages (huts still intact), please write to the Tsar's scribe, John of Dods, C/- ID# 1568. It is also understood that the CITY OF CUCUMBRIA near 25/86 may soon be put up for tender, watch this space for details!

* What nation of Giants ran rather than fight an army of Orcs?

* Whose that shadowy figure always lurking behind you? Its an agent of A.S.I.O. - the Anti-Social Information Office! we have records - or can obtain them - on most positions in the North! As far as ASIO's concerned, we give numbers rather than names! (The Baron says one day everyone will have an ID number).

* Don't know what's in that province over there? Want to know where the nearest magical item is? Want to know everything about a certain position? Want future combats plotted in advance? Contact A.S.I.O.- the Baron's agency has everything committed to memory and we have offices all over the North! Send your details to ID# 1098, 1120 or 1297.

* BEWARE: Lest you be caught unaware! To all Orcs - you are not No 1 on a Giant's choice of gourmet menu - your only savoury value is when you are chucked onto a pile of more slow-cooking Orcs! And your only tasteful contribution to EPIC society is the easy sword practice your villages provide us with!

(authorised by the Ladies Auxillary Guild against Orcs)

* There once was a prince of T.L.O.P. whose empire suddenly went "POP",
  Though try as he might, he could not even fight - because Donalbain's
  mind was pure slop! ...The Minstral of Light ID# 1372

* The Lords of Power are a bunch of pansies. By the way I'm in the North!

* Beware! All those who try to cross ASIO will suffer! A certain individual who shall not be named (Thuldor Qod of the Highland Kingdom) tried to use our service and gave us false information. At the moment ASIO members are waging war against him. His main province is gone and all he now possesses is one independent village. He has paid the price for his insolence. but now to something nice ... All those who wish to join Endrohil the Baron and his cronies contact ID# 1120 (Endrohil). We want some new members! We are particularly interested in a Southern contact to provide us with information in the South. REMEMBER! You pay - we deliver, you dont deliver - YOU PAY!!!

* It seems the Corporation is in search of several new victims. I attempted to make an alliance with them but after I revealed my location they all combined forces and raided my state. This time I will not make the same mistake. Remember, be certain of whom you communicate your position to!

* It is said that the Reapers of Deyja are out there to sickle and sctyhe ya,
  But when their sickles they weild at their foes in the field,
  They generally hit one another.

* To all those who replied to my rumour in Rumour Sheet 3, thank you! I shall reply to those I have not yet answered as soon as possible. Fleetwood,ran over 2 messages capacity so I could not contact you with my next turn. If this is too slow, please send me a message. By the way, good luck with Birmany. ....Prince Kheldar, Lord of drasnia ID# 1489.

* FOUND - One body: deceased. Owner urgently sought. Who killed Prince Donalbain? And why have all his men left him abandoned in 25/118? Alliances sought on Map 5. Contact ID# 1367. Paul Shields, 51 Bellicent Rd, BrackenRidge 4017.

* Any reference to the 'Clan Caernarvon' does not necessarily apply to those who originally made the first reference. I am referring to the unnecessary referral which you felt necessary to refer to in you recent referral. Necessary or unnecessary as both referrals were, these should not have made such references at all ....? Anonymous giant.

* Look Thuldor Qod of the highland Kingdom, - you've got to get a new strategist! I mean, who in their right mind would send their group 1 out with only 5 Dwarven militia? Did you expect anything else than to suffer 100% losses? Because you were only slightly under my encounter order. Now you have left your Home province guarded with troops less than 1200 combat factors even though you have surrendered your group 1, group 2 and an Independent village to the high and mighty me! I'm sorry but youre not handling your affairs properly so I will just have to handle them for you. ...The Snowmads.

* To "The CLods of Power', also known as 'The Lords of FLowers' and the 'Slaves of Nothing' - whoops, was that another one of your home provinces falling? Two gone now eh? Don't worry, we still haven't forgotten you. You'll be getting another message (lost home province) soon! -Southern Confederation.

* The noxious vermin known as 'The Free' (ID# 1438) has been spotted heading North. He was located as at the 4th sunrise of the 10th lunar month between Brimstone Lake 50/71 and the Great Southern Sea. We who are but poor peasants and farmers seek the assistance of the Morgathian Federation in combatting the hordes of giant nomads coming our way. Any who wish to assist us please reply in these pages.

* The Realm of Death is dead.

LETTERS

Hi Guys,

In Melbourne some of you expressed an interest in the PBM banquet at Canberra next year. at the moment it is going to be held in a Chinese restaurant at around $20.00 a head, to be held on the Friday night before the Convention begins.

I would appreciate it if you could take this idea up in M&L as we have done in the Grimoire. I see no reason for it to be called an 'Aust Wiz' banquet. If you agree then start recruiting names and addresses but no money at this stage.

Regards,
Kevin Flynn
AUSTRALIAN WIZARD

The banquet will be a terrific way to open a convention and break the ice for many PBM'ers who plan to attend. All the guys at the Enterprise will attend and we urge all players going to Cancon 88 to give the banquet serious thought. As Kevin has asked we will take a list of interested parties and forward it to Kevin to give an indication of numbers. (Ed).

Hi Guys,

The game is going well. I didn't realise there would be so many villages and towns in the local neighbourhood, it should keep me busy for a few turns. The Kiwi division, as you put it, are banding together. I have persuaded at least 5 others to join in a loose N.Z. alliance to combat those Aussies that would stomp on a lone Kiwi...
You guys are certainly right about EPIC. I will be pulling out of all my other PBM games so that I can enter another one or two positions.
I would also like to comment on the apparent bad reviews you are getting from other sources. I refer specifically to the intro in the last copy of M&L where it says that Enterprises "is the new kid on the block and therefore lacks experience". I would like to say that firstly, EPIC is the best game I have discovered, and I have been looking for 2 years. Secondly, the standard of its presentation beats all others face down. M&L is interesting, brilliantly produced and doesn't meander into realms of waffle to fill space like other mags. Lastly, the contact between the organisers and players is excellent compared with nearly every other company. Don't be put off by the whinings of others, they are merely jealous of a job well done. Congrats!

Craig Barkle
Wellington N.Z.

SUGGESTIONS FOR IMPROVED PLAYER REPORTS:

Overall I am happy with the way EPIC is progressing. However, it is lacking in one respect - a perspective of how well a position is doing in comparison to other positions. I suggest that a single page be added to the Myths & Legends magazine with the top 40 positions in 3 ratings:

1) Military rating = total (troop numbers converted to a human equivalent x troop type cost).

2) Economic rating = total number of crowns produced in one turn.

3) Civilization = total population converted to human equivalent.

I also suggest that each position's turn printout include that position's ratings, so they can be compared with the top 40 list printed in M&L.

Another suggestion is that an Empire ranking is also printed with each position's turn printout. This empire ranking is the average of the military, economic and civilization rankings. The rankings are determined by sorting the ratings into a descending order, giving the first rating a ranking of 1, the second a ranking of 2 etc. Then if a position was 2nd militarily, 9th economically and 4th in civilization, then he would be (2+9+4)/3=5th in Empire ranking.

An alternative to suggestion 1: if you think that a person whose position is way down in the rankings (ie below the top 40 in all 3 lists) may become discouraged and drop out of the game, the following alternative may be used:

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Instead of printing the rating itself, the Empire name can be printed. This ensures that even if one position is above you, you cannot determine how far above you. This will encourage players to strive harder to exceed those above them into leaving the game (possibly).

I think these additions will add interest and improve player loyalty to the game, and will not be too hard to implement.

Michael Richards
Kingdom of the Void

Michael has raised some good ideas for consideration. In general terms, we already have the matter in hand and will be introducing a ranking system into the game sometime before Xmas 87. However, the system we are planning to implement will be a little different to that which Michael espouses. Rather than rank player positions in relation to one another, the system will instead translate a player's possessions into a numeric value for personal information. Under such a system several players could be all on the same level of progress, however, if a player wanted to find out another player's ranking, he would have to conduct diplomacy to determine that player's rating - if the player wants to divulge it. Either way players should realize that in a huge multi-player game it is possible for one player, or several players to surge way ahead of the others in terms of possessions, economics, military power etc purely through the co-operation of other players - Advancement is proportional to the strength of co-operation of your alliance - as it was in history. To printout a list of players and their rankings in relation to other players may be counterproductive as it may not be an indication of prestige. As history and pbm games have often proved, it is the 'small' individual tucked away in the corner that with his few meagre resources stretched to the limit defying the authority, power and threats of 'bigger' players that is really the game leader. Ultimately, it is that player who dictates the fate of the bigger players - rather like Tito stuffing the Krauts up in Yugoslavia during World War II.
To address Michael's point, what I could do is run a CENSUS of EPIC positions in an upcoming edition of M&L to see how positions are doing generally? How would players feel about this? Ed.

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